



THE BLOOD & GUTS GAME SYSTEM

WILD WEST VARIANT

B.A.G. Version 2.1

WHAT IS LRP OR LARP?

Some of Terror4fun's events fall into the category of Live Role-playing (LRP) or Live Action Roleplaying (LARP). It has been described in many different ways from 'interactive-theatre' to 'cross-country pantomime', but the essential aspects at one of our events is that you 'play' a character that you have created and along with the other characters you try to survive through the blood soaked horror that may or may not occur when things turn really bad... Think of it as becoming a character in a film, you just never know who, or what, is waiting just around the corner... usually with a big shotgun or dead looking eyes... Read on and you should get an idea of exactly what this Horror LARP is all about.

THE SYSTEM –Wild West Variant

The Blood and Guts (B.A.G.) Horror LARP system... The B.A.G. game system described below has been written to enable characters to do things that the players might not be able to do and also to represent how people get involved in combat and are subsequently injured, etc in this horrible world of Blood and Guts and the Living Dead. There are no stats and only a few skills as the system is designed to encourage role-playing and interaction and a general sense of fear amongst everyone getting involved, that this fight might be their last one. Enabling the Horror of this Zombie LARP to build throughout the day...

THE BASICS

SAFETY: Safety is our first priority and therefore, all weapons to be used during the event should be safety checked. We want everyone to have fun (be terrified) but to also remember that everyone else is there to enjoy the weekend too, so please act accordingly and responsibly when it comes to your own safety and the safety of others.

GAME CALLS:

There are certain conventions in LRP that tend to go without saying. Because they can so often be taken for granted it is always worth a recap.

Time In – (Only useable by a ref). The game has started and you are in character, act accordingly.

Time Out – (Only useable by a ref). The game has been suspended, you are out of character and should not discuss in-character matters. Unless it is the final TIME OUT at the end of the event a ref will ask every one to return to the position they were in prior to the time out call before they call TIME IN again.

Time Freeze – (Only useable by a ref). Freeze in position and close your eyes. The end of the effect will be indicated by a TIME IN call after which you should continue with the activity you were performing prior to the call. No time has passed for your character!

Man Down – (Useable by anyone). This call must only be used to indicate a real, out of game, injury. It is not to be used in character to indicate a character has been injured. If you hear the call every one immediately goes to TIME OUT. Seek a ref or qualified first-aider. If you are not involved in the incident please stay where you are and stay calm until advised by a ref what to do. Qualified first-aiders will be indicated prior to the start of the event by the refs.

No one knows that zombies or monsters exist, so 'if' the dead walk, then please act suitably disturbed... In essence B.A.G. is role-play based, with the rules put in place to help the players stay in character and enjoy the genre, but they are not likely to survive. This is part of the game, so expect to be tooled and mangled. Plan your ironic last words now, between 2006 and 2009 over 99% of characters died...



WHO YOU ARE: CHARACTER CREATION

There are two things you should do when creating a character:

1) Create Mentally: So you decide who you are, what your name is, what your character does for a living, what skills or quirks he may have, etc, etc... and you act as this character for the duration of the game ... In reality you might be a computer programmer, but if you want to create a heroic alter-ego, you might decide to be Johnny Deadfingers, gunfighter and ladies man... Also think about any quirks you may have, you may decide that Johnny is afraid of mice, so when you are playing the character you should act accordingly... Jot all this down on a piece of paper and then fill out the character sheet.

2) Create Physically: You have come up with your characters concept, from name, occupation, skills, etc, but if you are playing Johnny Deadfingers and you turn up in your jeans and T-shirt then the chances of anyone looking at you and thinking, 'Hey, he looks like a dangerous gunfighter' is slim, so you need to think about what sort of costume you are going to wear, what sort of props your character might have and anything else that you might need. For Johnny you might want to get hold of a suit and bootlace tie and a gun rig, hat and huge moustache from a Fancy Dress shop, (or perhaps even a saloon girl outfit) So think about props, costumes and any extra bits that you think your character might own or bring with them...

3) Why are you there... Its 1870 and your character has decided to head to New Willard, the town that no-one has heard from for a decade. You have your train ticket (unless you are a hobo) and take the train there... But why? The potential lure of rumoured lost gold? Was one of your relatives a resident? Was someone you are hunting a resident? For the sake of adventure? You are a wanted man everywhere else? Your inheritance is located there?

To spread the word of the Lord? You are related to someone who wants to go there?

Character Name: Think of something snappy and yet dated !!!

Character's Occupation: What does your character do for a living?

Character's Background: What have you done, where have you lived and why are you at heading to New Willard...

A Reason to Live: Everyone has a driving goal, something more than just self-preservation, but a reason to go on... This could be you are getting married in a weeks time, you are going to be the first person to cross the US on a goat, your family needs you, you are going to collect a deed that grants you ownership of half of Texas...tomorrow or perhaps you never told someone that you loved them, etc, etc, etc. Tell anyone you can about your reason to live...

A Reason to Die: Everyone has done something they regret, be it burning ants with a magnifying glass aged 4 or killing a buddy during a poker game with a shovel, you might have ignored a friend in need to save yourself or fraudulently gained a degree, this doesn't have to be a major thing, just something that karma might decide to call in when the going gets tough... In Horror films, it's always the womanising, drunken, dope smokers that get it first... What has your character done wrong to deserve a really sticky end?

Skill 1: Pick a skill from the list.

Skill 2: Pick another skill from the list.

Expertise: Decide on what your character knows a hell of a lot about.

Please Sir, I would like some more: If the above does not float your boat enough then jot any suggestions down in here and we will stick something in the plot for your character... If you are Pinkerton Detective it could be arresting another PC, if you are a college professor, it might be finding out the source of some mysterious local phenomena... We will write some extra bits just for you to try to solve, but you won't necessarily get what you ask for, and of course... you can decide to leave this box blank and just focus on the business at hand and not die!

My Character's Western style Catchphrase is: When the shit/blood hits the fan, it's always good to have one of these ready to go... "Mother!" "What are you looking at," "When the chimes end, pick up your gun!" "My mule don't like people laughing at him," or "Well, well, well it's the Deadmans Hand again....BANG, BANG, BANG" etc, etc...

I have a Prop I HAVE TO Bring: If you cannot live without your LARP safe scalping knife or walking stick, then let us know.



BIGGER GUNS: THE COMBAT SYSTEM

The firearms system is designed to get maximum carnage and role-playing out of a fire fight, without being tied down to Laser Tag or Air Soft equipment... and hopefully you will be shooting the undead slightly more than you are shooting other characters.

This is not a system for the faint of heart there is no mercy here, you get bloody and you get dead, real fast... But of course death is not an end in this game. The game is based on trust and honesty, not rules, so combat is simple but deadly.

Being a bloody combat system, there are just a couple more calls you need to aware of, and these involve nasty people pointing guns at you...

FIREARMS:

BANG... 'A LOCATION' – If someone points a gun at you, the cap goes off and then they shout out 'HEAD, BODY, RIGHT ARM, or LEFT LEG, etc.' then act as if you have been shot in that location, fall to the floor or drop anything you're carrying in the wounded arm, just react accordingly. You have received 1 Wound. This person obviously has some form of Firearms Skill and is a competent marksman.

BANG. – 'And then no location is shouted...' If someone points a gun at you and the cap goes off, then ignore them as they have missed you. This person obviously a bit rubbish and shouldn't be trusted with a pair of scissors, let alone a gun.

MELEE:

Mixing It Up!: If you are using a LRP weapon, then you can strike other players, safely, this could be with a baseball bat, hunting knife, hatchet or walking stick. No matter what the weapon it will cause 1 wound.

PROPS:

Firearms: MUST be cap firing guns. No blank firers, no percussion cap weapons, simply normal cap guns fancy dress and toy suppliers... This is so that anyone who is being shot at knows if the gun has gone off... If you have a non-cap gun that you simply have to use then please contact Terror4fun prior to the event.

Melee Weapons: MUST be LARP safe weapons. If you do not have any then we will be bringing some along to the event and if you do have some please bring them to the event too, so you cannot just pick anything up and start attacking zombies with it...

PLEASE NOTE: All fighting must done safely. If you have LARPED before you should know how to fight safely with the melee weapons, if this is your first event then someone will demonstrate how to fight safely and make sure that you know what you are doing before letting you loose with anything. If anyone is deemed to fighting in a dangerous manner, they will be asked to refrain from further combat by one of the organisers.

NO Head shots are allowed with melee weapons.



AH. AH STAYING ALIVE: THE HEALTH SYSTEM

If a zombie gets you, then you are generally screwed, for any other sources of damage see below... There are only four stages of health that a character can find themselves in, regarding their physical state, they are... A,B,C and D...

AOK. Wounds - 0.

This means you are fine, you have not even worn uncomfortable shoes, or cut yourself shaving this morning...

You are in Perfect Health – No negative effects.

BRUISED. Wounds - 1.

You have been shot, stabbed, run over by a lawnmower, but in the words of the Black Knight, 'It's only a Flesh Wound.' It's bad but nowhere near fatal.

You are injured – You cannot run anymore and should act accordingly to your injury, lots of limping for leg wounds, not using arms, etc.

Medical Attention - You become AOK, but cannot benefit from medical attention for the rest of the day.

CRIPPLED. Wounds - 2.

You have been royally messed up by someone or something, you are bleeding or haemorrhaging badly and if you don't get medical attention within half an hour of becoming CRIPPLED, then you become DEAD.

You are badly injured

– You cannot move from where you lay and all you can do is call for aid, defend yourself and go about the business

of dying... and pray that you see a medic in time...

Medical Attention – You become BRUISED, but cannot benefit from medical attention for the rest of the day.

DEAD. Wounds - 3 (Or 30 minutes of being crippled)

You have no life left in you... You are history...

You are Dead – So take a deep breath and find the 'crew...' Death might not be the end of you in this event...

Medical Attention – No use here... Bit too late... Just dig a big hole and lie in it...

What Causes Wounds?

Everything bad at a Terror4fun event causes 1 wound, be it a bullet, a stab wound, a bite, a burst of machine gun fire, etc. It may sound lenient, but this is a high body-count, bloody system and you should be able to see that being injured is not good in any way, shape or form. This is to keep combat simple and flowing, without worrying too much about keeping track of armour and locations. If you are AOK and you get shot, you become BRUISED, etc, if you are CRIPPLED and you get shot, you become DEAD, etc. UNLESS of course a zombie bites you... Then you are probably on a one way trip to walking Deads-ville

ZOMBIES: Zombies are the only 'people' in the game allowed to touch people in combat. IE. If a zombie touches you and whispers 'paralyse' then FREEZE, you cannot move, all you can do is scream! You will become infected unless you have the luck skill, you do not know what a zombie is or what it can do but all will become clear at the event...

(This method is simply being used to make this event safe, not the most film coherent, most realistic system possible, but firstly it is safe and secondly, just like in all those films, you do not want to be torn at or bitten by a zommer....)

The statistics for the zombies will be given to infected people at the event, they may require a single headshot to kill or it may be three in every location... You will have to find out...



WHAT YOU CAN DO: THE SKILL SYSTEM

This is by no means an exhaustive list of every skill someone could have, but as this is a survival horror event, it would be pretty irrelevant if someone had 'swimming' or 'quilting.' The skills listed below cover the main areas of relevance, some skills may be more useful than others, some might provide a bit of background info, some might be the keys to survival, you won't know until you get there...

They are broken down into a Title and description, a Method that describes how the skill fits into the game, Props are items you could bring to the event to add a bit of dimension to your character and you never know, what you bring as a prop could save you all... well some of you at least... and finally Possessed by which describes the kind of people that might have the skill, but remember the characters and skills are completely up to you...

BRAWN SKILLS

Dead Eyes: Can choose a location when shooting someone, with every single shot, due to your familiarity with guns and the fact that killin' is just part your everyday life...

Method: When shooting a foe, shout out a location after **EACH CAP** has successfully gone off, which of course is good for disarming foes and head-shots. (You will be supplied with a badge that represents that people feel uncomfortable around you and this must be worn at all times...)

Props: Cap Guns

Possessed by: Civil War Veterans, hired killers, assassins, bodyguards...

THIS SKILL USES UP BOTH OF YOUR SKILL SLOTS. I.E. you can have this as a skill, but no others apart from your 'Expertise' skill.

Firearms: Can successfully shoot someone due to your familiarity with guns, you are no sniper but you can usually put someone down if you have a gun and they are heading towards you.

Method: When shooting a foe, shout out a location after **EVERY THREE CAPS** have successfully gone off, which of course is good for defending yourself.

Props: Cap Guns

Possessed by: Soldiers, farmers, cattlemen, bad poker cheats, sheriffs & deputies, etc, etc...

Melee: Anyone can batter someone else around the head with stick, tomahawk, club or butter knife but to kill the living (or the undead) mean you need a certain amount of skill or strength and this is represented by the Melee skill.

Method: If you are hitting someone with a LARP safe weapon, then call a location out and this location will be beaten into a pulp.

Props: LARP Safe weapon

Possessed by: Tomahawk wielding braves, sabre wielding cavalry officers, bowie knife wielding hunters, bible wielding priests...

PLEASE NOTE: If you are hitting anyone in the head then for safety reasons please beat them in the shoulders and call out the word 'head'

NO FIREARMS SKILL means you are essentially a bit cack and may be able to stop someone coming at you if you fill them with enough lead... By pointing in their vague direction and pulling the trigger lots of times.

Method: When shooting a foe, shout out a location after **EVERY SIX CAPS** have successfully gone off, which of course is possibly good for defending yourself if you have enough time...

Props: Cap Guns

Possessed by: School teachers, lawyers, hobos, anyone not used to gun play...

ANYONE CAN SHOOT A STATIONARY PERSON ON THE FLOOR.

NO MELEE SKILL means you are essentially too weak or useless to actually cause permanent damage with a melee weapon and so you may beat people with chair legs and picked up knives, but any damage you do will not be permanent... (You may be able to put a zombie down, but it won't stay down...)



SOUL SKILLS

Luck: This skill now has two different effects

1) NOT DYING: You may ignore the first wound you receive on any given day due to the fact that people keep shooting your hat off or your cigarette case, just not you...

Method: Ignore the first wound you receive at an event. Once used you get wounded like a normal person. To show people you are using your luck, please state 'Phew, that was Lucky' to the person that just wounded you. Remember this is once a day only AND RIP UP YOUR LUCK CARD.

2) GAMBLING: In any game of chance you may use your luck card to win automatically a single round of the game. That means a single hand of poker, a single spin of the wheel of fortune. This means that you win using your luck and it is treated as if your poker hand simply cannot be beaten or the spin of the wheel landed on your number. As soon as the cards are being revealed or the wheel has stopped spinning, please state 'Phew, that was Lucky' and then RIP UP YOUR LUCK CARD

***Please note if two people use this at the same time on the same hand of cards, it is a draw and the pot/money/winnings are split.

Props: Luck Card.

Possessed by: Huge people, lottery winners, poker players, tiny people, people who eat spinach, the Irish, basically anyone...

YOU MAY TAKE THIS SKILL TWICE.

True Faith:

You have faith in a higher power to protect you and your flock... It may be Hellfire and Brimstone preaching of frontier towns or it could be faith in the Native American spirits... BUT no matter what it is, occasionally it allows you to perform spectacular feats using just the belief that you have. This may be laying your hands on a dying person and healing them or exorcising the spirits of the dead... You are someone who truly believes...

Method: You get powers! You will be supplied with information prior to the event for your eyes only. You may be able to cure two people a day from infection (Yes including that one) and damage or you may be able to hold the undead at bay, you will only find out at the event itself...

Props: A Huge Bible and robes... Animal Skulls and local 'erbs... etc, etc...

Possessed by: Preachers, the Almish, Medicine Men, Exorcists...

PLEASE NOTE: This skill is not described fully as the effects will be decided closer to the event and depends on a number of things such as the number of characters with True Faith, etc...

Innocent:

You are one of the true innocents... You may be a schoolteacher, a grandmother, a Sunday School teacher, a doctor, a priest, a comedy sidekick, a lost soul who took to hobo-ing. Essentially in films you are the kind of person that survives to close to the end without actually dirtying their hands with kicking zombie ass or carrying weapons, etc...

Method: Nobody can bring themselves to kill you, cause you remind them of their mum, sister, family reverend, etc, etc...(You will be supplied with a badge that represents that people feel uncomfortable around you and this must be worn at all times...) So this means you cannot be murdered by your fellow characters, in order for them to save their own skins...

Props: Whatever you think, but a badge will be supplied...

Possessed by: See above...

PLEASE NOTE: If you pick up or carry a weapon of any sort, you will no longer be innocent, this includes passing a gun to someone...



BRAIN SKILLS

Knowledgeable: This is a general knowledge you have about the world in general and the United States of America. It may have been gleaned from going to University and reading many books, it also may have been learned through too many drunken conversations over a late night poker match or two...

Method: You get info! You will be supplied with information prior to the event for your eyes only. Some of it will be very useful and relevant to the plot and possibly your survival, some of it may be rubbish... You decide!

Props: Books and letters, a thousand yard stare, a professors gown, certificates

Possessed by: Scholars, well travelled hobos, the old and the wise...

Medicine/First Aid: You can, after 5 minutes of attention, reduce the wound level of someone by 1. I.E. From Wounded to Healthy or Maimed to Wounded. Each person can only be treated once per day, so when one wound on a person is 'healed' they cannot have any more wounds treated.

Method: To treat a wound, the person with this skill must give the casualty 5 minutes of uninterrupted attention, wrapping bandages, shaking the bones at them, stitching them up and generally acting all medical on them.

Props: Some form of medical equipment, blood soaked bandages, tongs, bottles of ether...

Possessed by: Vets and farmers, undertakers, barber surgeons, civil war doctors, Native American Medicine Men, big city medics...

Subterfuge: You are dodgy, you know how to pick a lock, escape from Jail and generally do the kinds of things that honest members of the public would not really want to be involved with... Want to break through a locked door or slip out of the sheriffs handcuffs again, then this is certainly the skills for you...

Method: For most tasks, like picking a lock, it takes 5 minutes of feeling around, bending bits of metal and generally being a bit shady to perform the action. If you are trying to crack a lock or escape from cuffs then please tell a ref...

Props: Lock picks, tin snips, pliers, bits of wire, dentist mirrors and feeler gauges...

Possessed by: Career criminals, bank robbers, urchins, high class burglars...

Occult: You have always been interested in all things supernatural, maybe you saw a ghost as a child or maybe you work for the Vatican seeking out all things evil, the truth of the matter is you believe and have studied the occult and this enables you to interpret occult symbols and writings and simply approach the unexplainable with a more open mind than most.

Method: You get info! You will be supplied with information prior to the event for your eyes only. Some of it will be very useful and relevant to the plot and possibly your survival, some of it may be rubbish... You decide!

Props: Suspicious medallions, black eye shadow, big tomes, psychic compasses, shrunken heads, tea leaves, impressive eyebrows...

Possessed by: New-agers, ghost hunters, charlatans, hippy cult leaders, palm readers, Exorcists...

Every Character has this skill:

Expertise: Everyone has something that they are good at or know a hell of a lot more about than the average Joe... So this is a skill that represents that and will just help flesh out the character you are playing. Try to think of what you might talk about with other characters in quieter periods, what you might obsess about in times of stress or simply what the character thinks about in everyday life...

Method: Depending on the skill, we will try and incorporate somewhere within the plot, a place where these might be relevant....

Props: Once again depends on the skill...

Example Skills: Shooting buffalo, wearing gold jewellery, exotic saloon dancing, inventing a Black Orchid, the life and works of Shakespeare, breeding prize cattle, breeding with horses, collecting hunting knives, collecting scalps, drinking bourbon, playing poker, playing Russian Roulette, the list is endless...



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IT'S YOUR RESPONSIBILITY HOW THEY ARE USED. THANKS, AND ENJOY THE SYSTEM AND GET BLOODY

***...AND REMEMBER, ALWAYS PUT ONE IN THE BRAIN
THAT'S WHAT I TELL ALL MY BOYS***

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